

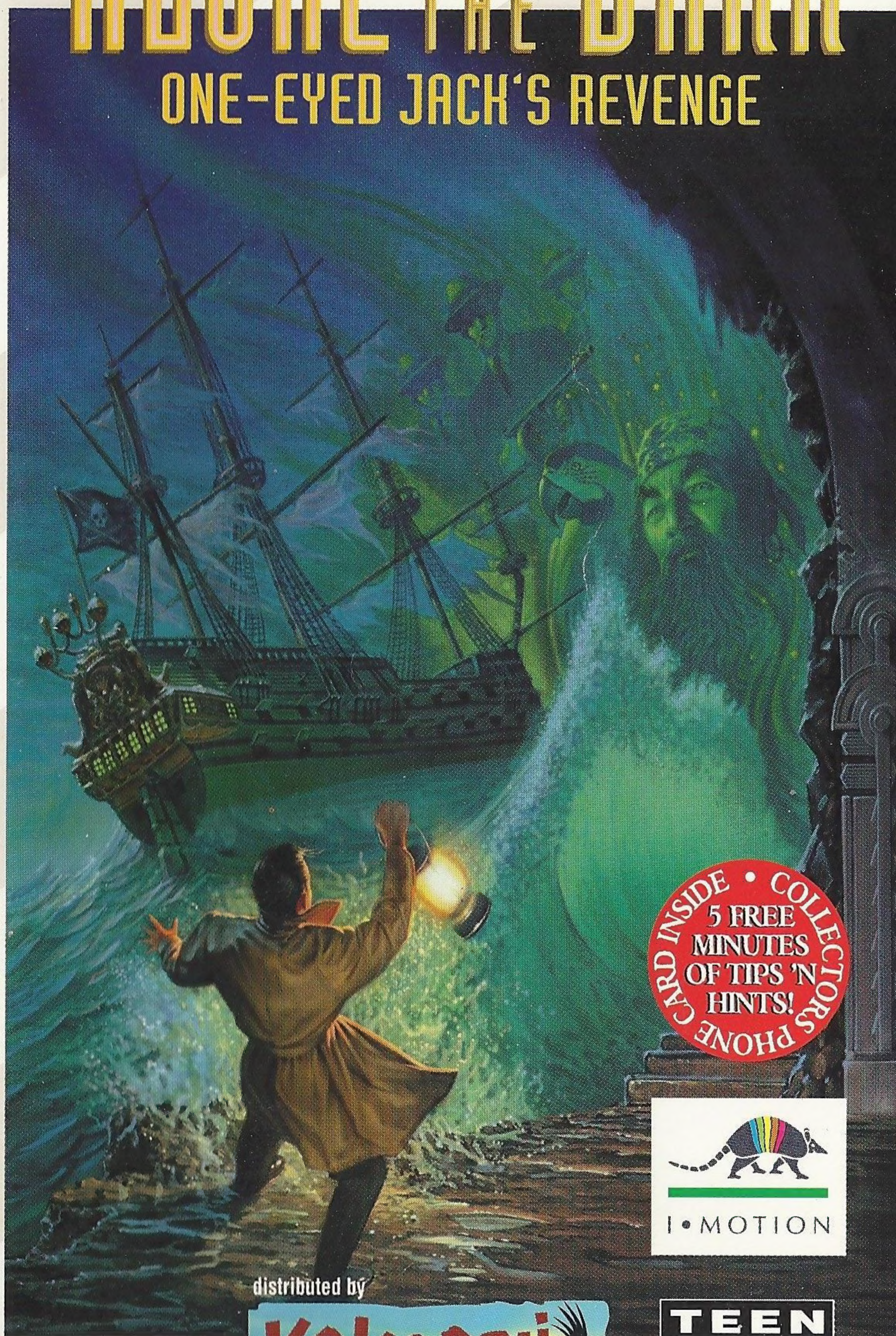
SEGA™



ALONE IN THE DARK™

ONE-EYED JACK'S REVENGE

SEGA SATURN™



PHONE CARD INSIDE • COLLECTORS
5 FREE MINUTES
OF TIPS 'N
HINTS!



I • MOTION

distributed by

KOKOPÉLI



digital studios™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-29401H

HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry soft cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TO SAVE YOUR GAME

You must use Saturn Backup Cartridges (note: One Backup Cartridge can contain up to 6 saved games), otherwise you can only save one game. **BEWARE:** Insert the Backup Cartridge, before starting the game. **DON'T INSERT THE BACKUP CARTRIDGE DURING THE GAME. IT COULD DAMAGE YOUR SYSTEM.**



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

TrueMotion® is a registered trademark of The Duck Corporation.



Contents

The Controls	2
Starting the Game	3
How to Play	4
Main Menu	5
Movements	6
Actions and Using Items	6
To Carry out an Action	7
Actions Possible	8
Saving and Options	10
Pause	10
Don't Panic!	13
Credits	14
Limited Warranty	16

The Controls

In the Game

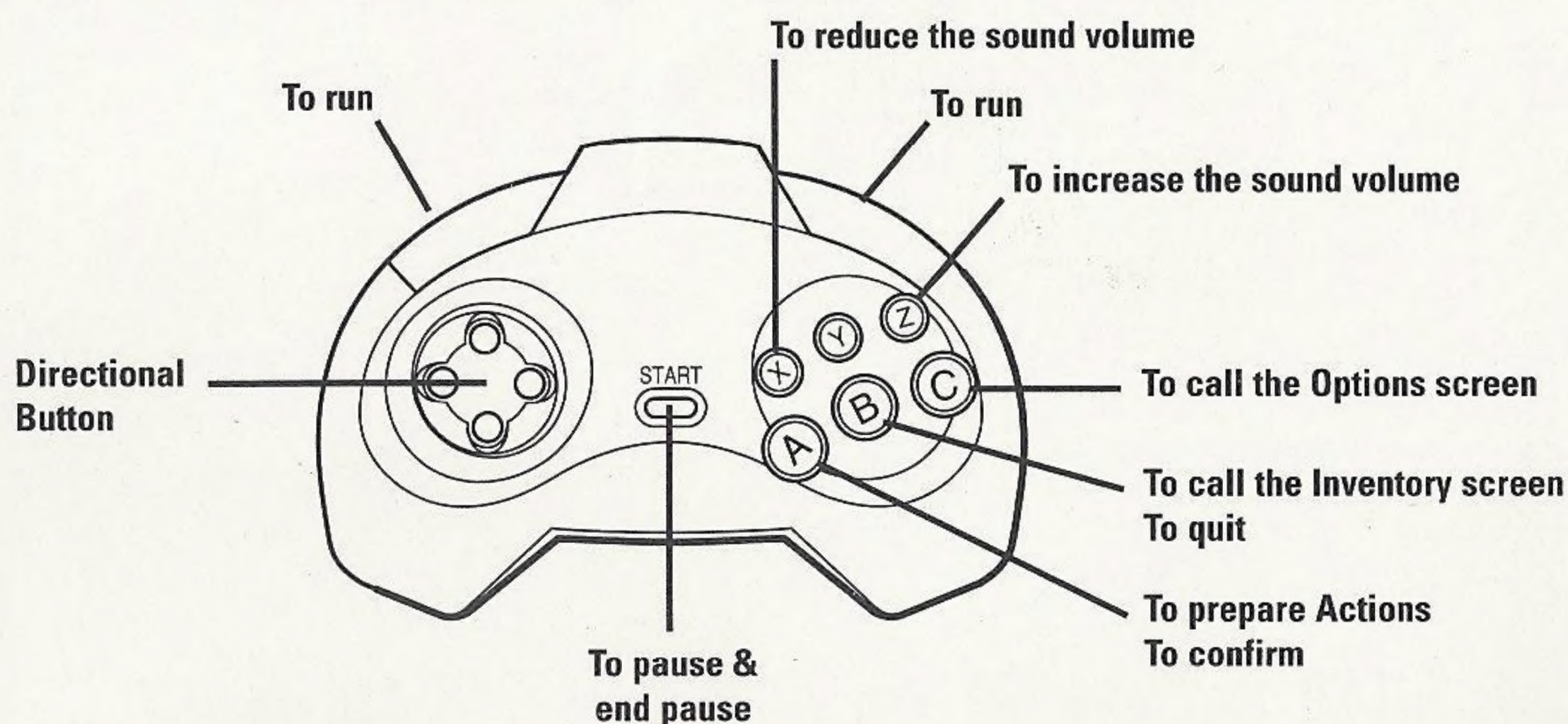
↑, ↓, →, ←	Moves character in that direction
B	Displays the Inventory Screen
START	Pauses game
A	Prepares Actions
C	Displays the Options Screen
Left & Right Shift Buttons	Makes character run
X	Reduces the sound volume
Z	Increases the sound volume

In the Options Screen

↑, ↓	Directional Buttons
A	Confirms selection

In the Inventory Screen

↑, ↓, →, ←	Directional Buttons
A	Confirms selection
B	Quits screen



Starting the Game

If your system is switched off switch on your Sega Saturn system by pressing POWER. Insert the Alone in the Dark: One-Eyed Jack's Revenge CD-ROM. The game starts automatically. *To be able to save games, switch off your system, insert a MEMORY Cartridge and switch the console back on.*

If your system is already switched on insert the Alone in the Dark: One-Eyed Jack's Revenge CD-ROM.

The following message will be displayed: TRAY OPEN.

Close the tray lid of the system and press the A Button.

The game starts automatically.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.



How to Play

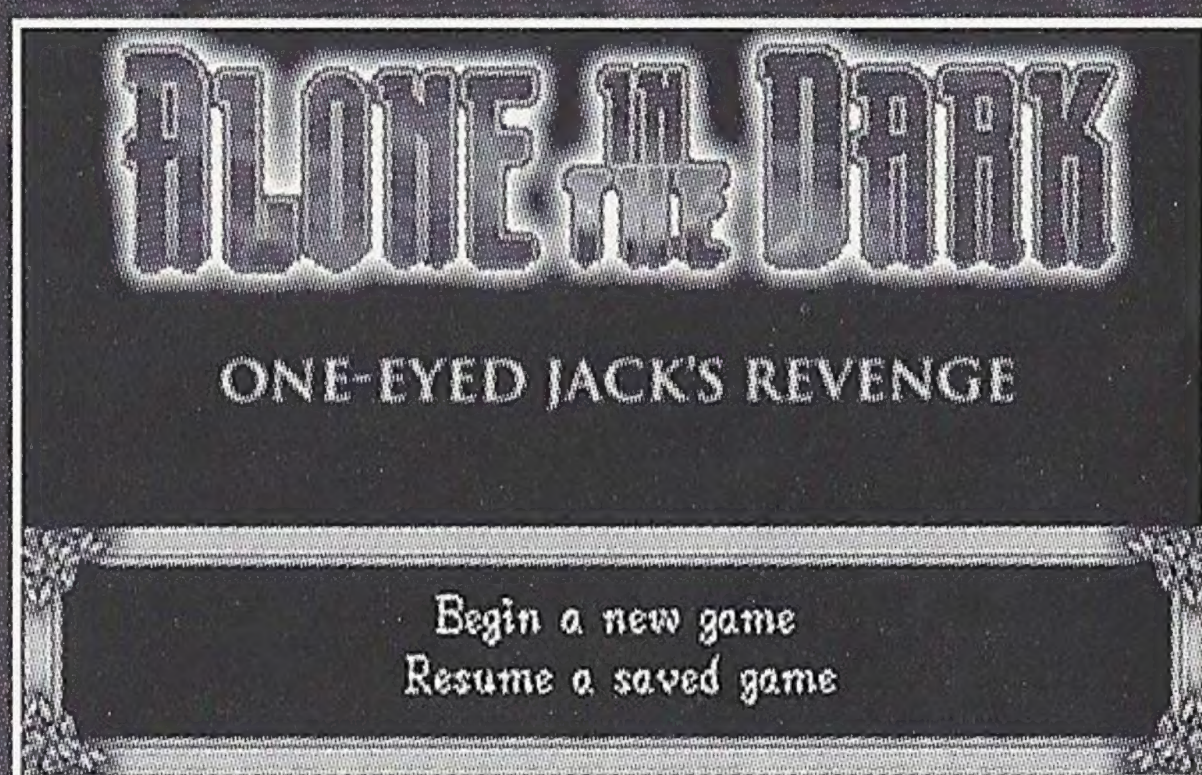
You are the elusive detective, Edward Carnby. A kidnapped child depends on your super sleuthing skills and your astonishing ability to outwit a band of immortal pirates. One-Eyed Jack, their nefarious leader, would give his remaining eye to see you permanently retired. Are you ready for the challenge of your life?

Nerves of steel and quick thinking are your trademarks, so without hesitation you set out to rescue young Grace Saunders, the missing girl. Your razor sharp instincts lead you to the one place that no one in their right mind would go...One-Eyed Jack's infamous hideout known as Hell's Kitchen – a forbidding mansion that resonates with venomous evil.

Perched high above the unforgiving and twisting sea, Hell's Kitchen glares down at you, daring you to come closer. "One-Eyed Jack is in there", you whisper under your breath. "And that little girl needs my help, if she's going to get out alive..." You begin to scale the sheer cliffs, your fate cast aside as you realize that you are alone, **ALONE IN THE DARK!**

Main Menu

The main menu is automatically displayed at the start of the game. You will be given the option to **Begin a New Game** or **Resume a Saved Game**. Use the Directional Buttons Up/Down to highlight the option you wish and press the A Button to confirm your selection.



BEGIN A NEW GAME

Use the Directional Buttons to highlight this option and press the A Button. You will start a new game.

RESUME A SAVED GAME

This option gives access to a list of saved games. If you have inserted a Backup Cartridge before starting the game, two messages will be displayed:



LOAD FROM SYSTEM MEMORY - Loads the game that is saved on the Saturn.

LOAD FROM CARTRIDGE MEMORY - Lists all saved games on the cartridge. An image will be displayed for each

saved game identifying the location. Use the Directional Buttons to highlight the game that you want to resume and press the A Button to confirm. In case of a mistake, press the B Button to go back to the previous screen without confirming.

Note: If you have saved games on several Backup Cartridges, insert the appropriate cartridge before starting the game. If you have inserted the wrong Backup Cartridge, switch off the system, insert the correct cartridge, and start the game again.

Movements

You can move in any direction using the Directional Button.

Forward ↑

Back ↓

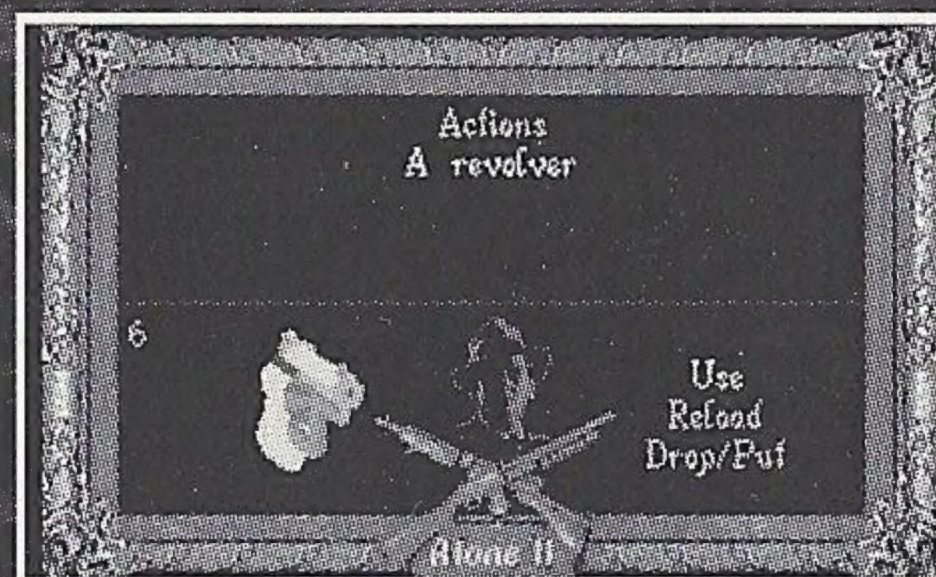
Turn left ←

Turn right →

Run press ↑ twice or one of the Shift Buttons

Actions and Using Items

To carry out actions and to use any objects you have found during play, you must switch to the Options screen by pressing the B Button.



Window 1 - The top half of the Selection Screen, displays the ACTIONS option followed by a list of all of the items that you have accumulated along your journey.

Window 2 - The bottom left portion of the Selection Screen, displays a picture of the item selected in Window 1. If ACTIONS is selected, your character will be displayed, along with the number of life points remaining. If a gun is selected, a picture of the gun will be displayed, along with the number of bullets remaining.

Window 3 - The bottom right portion of the Selection Screen, displays the list of actions possible for the selected character or item.

Note: Use the Directional Button Left/Right to move the cursor between the windows.

To Carry Out an Action

Window 1 - Select ACTIONS with the Directional Buttons Up/Down and press the A Button to confirm your selection.

Window 3 - Press the Directional Buttons Up/Down to select the action you wish to execute (Push, Fight, etc.) and press the A Button to confirm your selection.



To escape press the B Button.

Actions Possible

HAND TO HAND FIGHTING

Select ACTIONS from Window 1 and then select FIGHT from Window 3. Press the A button to confirm your selection. Your character is ready to attack. Keep the A Button pressed and then press the following Directional Button:

- ← Left hand punch
- Right hand punch
- ↓ Kick
- ↑ Head butt

Note: Be sure to keep both buttons pressed long enough for the blow to be delivered properly.

FIGHTING WITH CUTTING WEAPONS

Select your weapon from Window 1 and then select USE from Window 3. Press the A Button to confirm your selection. Your character is ready to attack. Keep the A Button pressed and then press the following Directional Button:

- ← Thrust from left to right
- Thrust from right to left
- ↑ Thrust forward
- ↓ Thrust from high to low

FIGHTING WITH FIRE ARMS

Select your fire arm from Window 1 and then select USE from Window 3. Press the A button to confirm your selection. Your character is ready to attack. Keep the A Button pressed and then press the following Directional Button:

- ← Aim to the left
- Aim to the right
- ↑ Fire

OPEN/SEARCH

Move your character as close as possible to the item or piece of furniture that you want to open or search. Press the A Button to begin the search.

Note: Be sure to keep this button pressed long enough for your character to do the job!

PUSH

Move your character as close as possible to the large object or piece of furniture that you want to move. Simultaneously press the A Button and the Directional Button in the direction that you wish to push the object.

TAKING AN ITEM

If your character touches certain items, a window will be displayed asking if you wish to take the item. Use the Directional Buttons to highlight TAKE or LEAVE and press the A Button to confirm your selection.

Note: Your inventory is limited to 50 objects. If you have reached this number, you will be forced to put down an object before you may pick up a new item.

USING AN ITEM

WINDOW 1 - Use the Directional Buttons to select one of the items in your possession and press the A Button to confirm your selection. You will then be switched to Window 3.

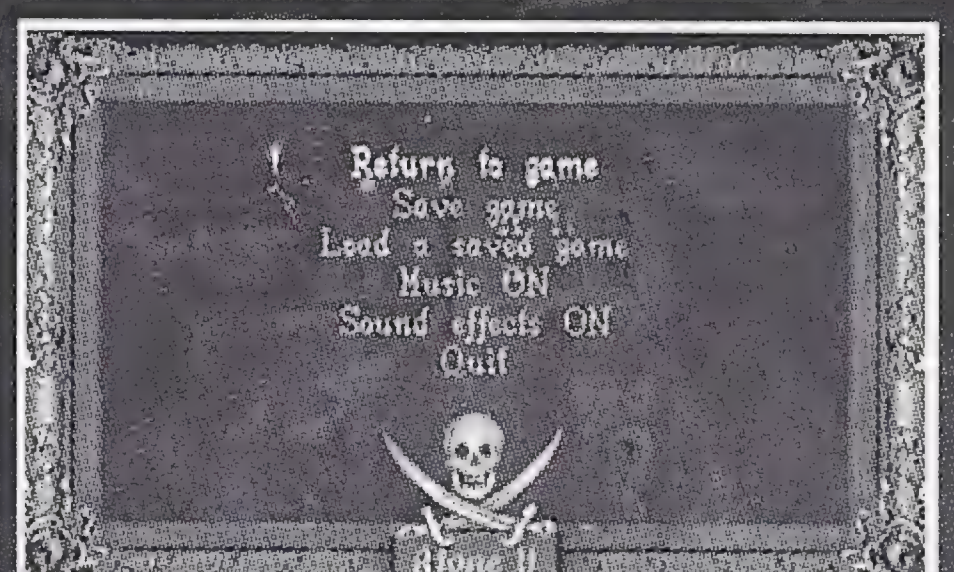
WINDOW 3 - Use the Directional Buttons to choose the action you wish to perform and press the A Button to confirm your selection.

Saving and Options

Press the C Button, at any time, for access to the Saving and Options Screen.

Use the Up/Down Directional Buttons to highlight your desired option and press the A Button to confirm your selection.

RETURN TO GAME - Returns to the game that you were playing.



SAVE GAME - This option allows you to save a game. If you inserted a Backup Cartridge before starting the game, two messages will be displayed:

SAVE ON SYSTEM MEMORY - Saves the game on the Saturn.

SAVE ON CARTRIDGE MEMORY - Saves the game on the Backup Cartridge.

Use the Directional Buttons to highlight the option and press the A Button to confirm your selection.

If you did not insert a Backup Cartridge before turning on the system you will only be able to save the game on the System Memory. Only one game can be saved at a time.

If you inserted a Backup Cartridge before turning on the system, the saved games will appear on the screen. If the Backup Cartridge is full, you can replace an existing saved game by highlighting it and pressing the A Button.

Press the B Button to escape the menu without saving the game.

LOAD A SAVED GAME - This option gives you access to a list of the games you have saved. See Resume a Saved Game on page 5.

MUSIC ON / OFF - Turns the music on or off. At any time during the game, you can set the sound volume by pressing the X or Z Button. *(Depends how good-natured the neighbors are!)*

SOUND EFFECTS ON / OFF - Turns the sound effects on or off.

(The neighbors again...)

CHOOSE CONTROL BUTTONS - Allows you to change the button controls. Use the Directional Buttons to scroll through the different control choices for each button. When finished, highlight OK and press the A Button to execute the change and exit the screen.

QUIT - Quits the game in progress **WITHOUT** saving it. Returns to the Main Menu.

Warning: When using the QUIT option, you will not be given the option to save your game.

PAUSE...

An emergency? No Problem! The Start Button allows you to freeze a game in progress and display the Selection Screen at any time. To restart the game where you left off, press the Start Button again.

DON'T PANIC

IF THE GAME DOESN'T LOAD PROPERLY...

Have you loaded the Alone in the Dark CD in the console? Is the console switched on?

In the event of difficulty, keep your spirits up and contact the Customer Service for KOKOPELI digital studios software:

For Technical Support on Alone in the Dark: One-Eyed Jack's Revenge, call:

(818) 591-1310 *(No Hints and Tips)*

For Hints and Tips on Alone in the Dark call:

1-900-370-HINT

\$.85/min (automated), \$1.15/min (live 9am-5pm PST)

Must be 18 years of age or have parental permission, Touch-tone phone required. T•HQ, Inc., Calabasas, CA.

Check the Web

www.thq.com

Credits

An INFOGRAMES Production

Produced by: Bruno Bonneli

Saturn Conversion: Pascal Craponne,
Nadim Noureddine, Patrice Ponce

Technical Guru: William Hennebois

Line Producer: Yolanda Alonso

Production Designer: Patrick Charpenet

Design: Josiane Girard, Malbieu-Claude Chaboud

3D Modeling: Patrice Griot

Full Screen Sequences & 3D Mapping:

Stephane Bachelet, David Legrand, Yann Orhan

Mapping Tools: Christophe Nazaret

Sound Designers: Thierry Carron, Marc Albinet

Music: Laurent Paret, Christian Morei

Special thanks to: Eric Moffet, Norbert Calliar,

Jean-Louis Boccard, Gilles Chavy, Leland Madren
and Vincent Pourieux



Limited Warranty

KOKOPELI digital studios warrants to the original consumer purchaser that this Game Compact Disc (CD) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOKOPELI digital studios will repair or replace the CD, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game CD to the retailer.
2. Notify the KOKOPELI digital studios Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the KOKOPELI digital studios service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective CD, and return your CD freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

KOKOPELI digital studios Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the CD develops a problem after the 90 day warranty period, you may contact the KOKOPELI digital studios Consumer Service Department at the phone number noted. If the KOKOPELI digital studios service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective CD. Send the defective CD, along with \$10.00 freight prepaid to KOKOPELI digital studios. KOKOPELI digital studios will, at its option subject to the conditions above, repair the CD or replace it with a new or repaired CD. If replacement CDs are not available, the defective CD will be returned and the \$10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BLACK PEARL SOFTWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

KOKOPELI digital studios, c/o T•HQ, Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302, (818) 591-1310

Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076
Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302;
Singapore No. 88-155; U.K. No. 1,535,999

Great Games for Sega Saturn™!

IN THE HUNT™

ROBO PIT™

To purchase any of these games, call:

1-818-879-5728
(no hints or tips on this line)

Use your Visa or MasterCard while supplies last.

Phone prices subject to change without notice. Also
available from your favorite local retailer.

Not sponsored by Sega.

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.
©1992, 1993, 1995, 1996 Infogrames/Imotion, Inc. Game concept, design and programming
by Infogrames. Distributed by KOKOPELI digital studios, a trademark of T•HQ, Inc. KOKOPELI digital studios, c/o T•HQ, Inc.,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302. This game is licensed for use with the
Sega Saturn system only. Security Program ©SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental,
public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.